HELION WARGAMES 3

EXPANSION RULE SET FOR *IN DEO VERITAS*

IN DEO VERITAS

CAPTAIN GENERAL

WARGAMING THE AGE OF MARLBOROUGH AND THE GREAT NORTHERN WAR

PHILIP GARTON

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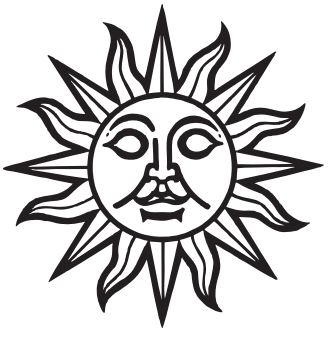
Philip Garton



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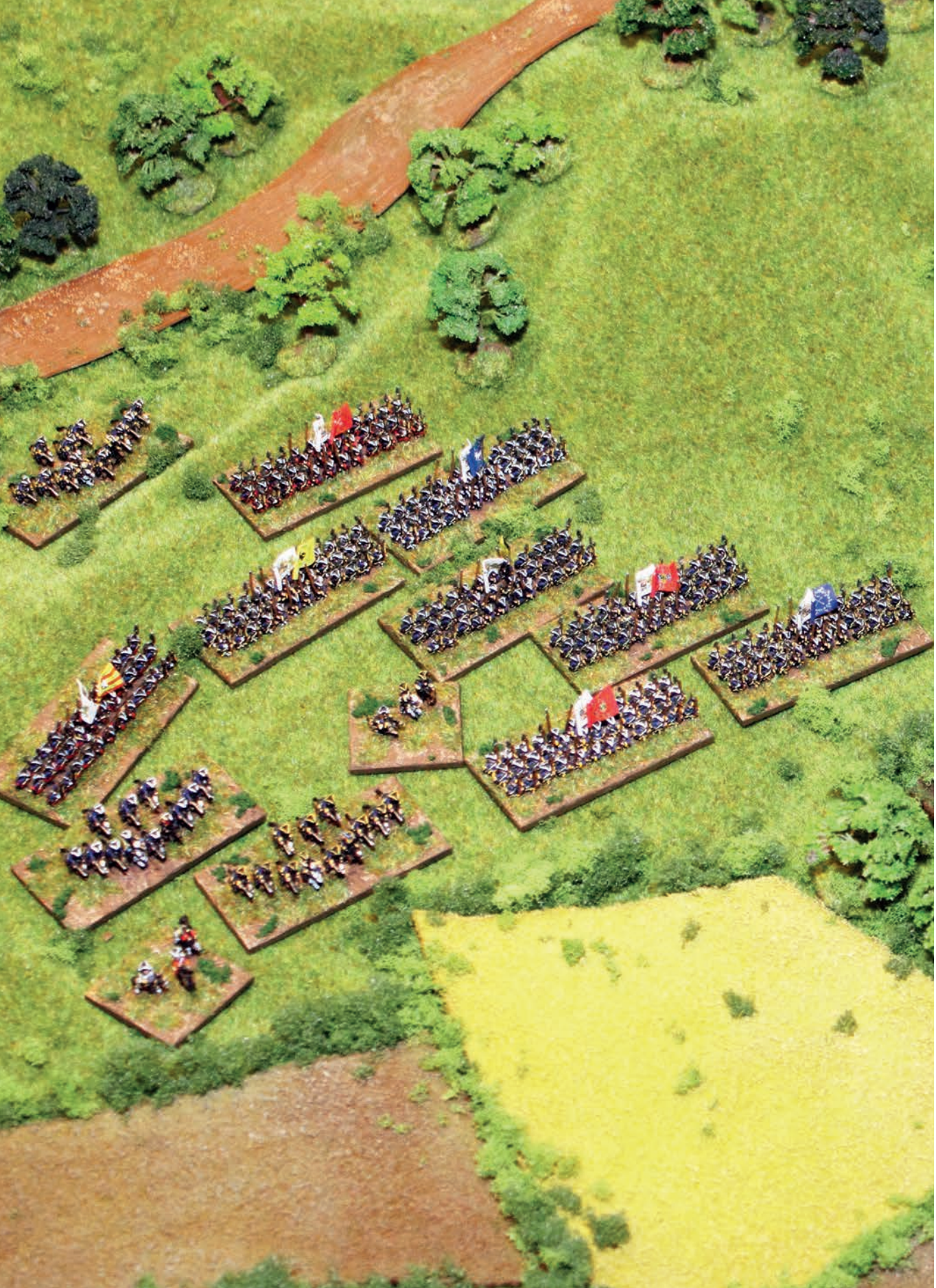


Chapter 1

Introduction

In Europe, the first two decades of the eighteenth century were characterised by almost constant warfare. In the West, many countries had been involved in the Nine Years' War, which ended in 1697. The peace didn't last long and by 1701 the same major powers had started to fight again in the War of the Spanish Succession. This war has several large battles featuring one of the most famous commanders of the time, John Churchill, the 1st Duke of Marlborough. Ultimately, despite their battlefield successes, Marlborough and his famous colleague Prince Eugene of Savoy, lost political influence and were replaced. Peace was achieved in 1713 but it didn't last for long and the first two decades of the eighteenth-century end with the war of the Quadruple Alliance (1718–20). Elsewhere, the Danes and Swedes, who had been fighting each other on and off in the previous century, opened the century by starting another war: The Great Northern War. This would last for the twenty years of this expansion. Despite its name, the fighting was not confined to the North. It covered a vast area from Finland in the North to Turkey in the south. In this last theatre, the Ottoman Empire simply continued its battles of the previous century, spanning conflicts with Russia, the Austrians and the Venetian Empire.

There should be no shortage of inspiration for players interested in this period.

Command

Perceived success in combat remained the main selection mechanism for commanders in most armies. There's nothing very different in these two decades from the previous century. Given the expansion of armies there were many political appointments but also a much wider pool of experienced commanders. On balance the current rule mechanisms are fine. As stated in the rules, if you have evidence for any particular commander's characteristics then please use it to inform his profile.

Changes over the period

Infantry combat was more linear at the end of the seventeenth century. The trend towards linear battle lines continued in the first two decades of the eighteenth centuryandcavalry would remain the decisive element in most battles.

The infantry component was still not very mobile. Most countries lacked agreed drill manuals to organise the processes for moving bodies of troops, and a fixed pace for marching (cadenced step) would not be in use for another couple of decades. The flintlock

musket would become dominant, although in the first few years of the century the matchlock was still commonly used. The biggest change was the shift from pike-armed to musket-armed troops. Bayonets were still in their infancy and this limited the firepower of the infantry. Combat remained a close-range business.

Most artillery was still too heavy to play a significant role but its effects were clear. Development focused on lighter guns to support the infantry. Despite its effects, some countries did not adopt the newer technology until much later.

Chapter 2

Army Composition

The High Command and army structure

During this period armies tended to be larger. When an army is over 20,000 men it should include at least one **Subordinate Commander**.

Infantry Wings

The **'Early Tercios'** have disappeared.

Brigades

The most common unit of the period was the formed infantry unit of between 900–1200 men. Frequently called a **'Brigade'**, each unit represents a grouping of regiments. These would typically be musket armed men. Some units may retain a pike armed component.

Companies

'Artillery'. The guns were still difficult to move effectively. Developments in gun carriage design didn't match the progress in the manufacture of the gun barrels. More importantly, the ranges that could be achieved and the weight of shot both increased over the period.

Most armies had **Field Artillery** (firing shot between 4–8lbs). For some armies **Infantry Guns** (firing shot of up to 4lbs) became an important tactical element.

There were a few set-piece battles where **Heavy Artillery** (firing over 8lb shot) was used.

A common ratio for artillery remained around 1 company (4–6 guns) per 8 infantry brigades (fractions rounded down). The gradual increase in artillery meant that some armies, although by no means all, might achieve a ratio of 1 company per 5 infantry brigades.

Cavalry Wings

Brigades

The earlier **'Double Brigades'** have disappeared.

The major unit is the **'Brigade'** of 400–600 men. It usually represents a grouping from a number of regiments. The debate between shooting and charging attacks is very much alive at this time.

Some countries organised their dragoon troops into regiments which were large enough to be considered as **'Brigades'** under these rules. The purpose was to increase the amount of cavalry available and their previous role, as mounted infantry, became secondary. The limitations of lower-quality horses and equipment tended to continue and so many of these units should be rated as Raw. These large dragoon units may deploy as two single 'company' bases but may not recombine during a battle.

Companies

'Commanded Muskets' (infantry detachments in cavalry wings) have disappeared.

Chapter 3

Basing

Many players may wish to use the 80mm wide bases that they already have from other rulesets. This doesn't present any problem as these rules are not written to be dependent on a 4mm difference (6mtrs in scale terms). Indeed, many of the playtesters' bases had edges that are not perfectly square, and often had basing material over their edges. The main aim of the rules is to get an enjoyable experience, without the need for micro-measurement.

Chapter 4

Troop Quality

As in the previous century, it's difficult to gain accurate information about the state of a unit before a battle, and performance on the day could be varied. As with the Commanders' Characteristics you should consider the historical performance as a guide to the ratings that you use.

Raw – This reflects the state of many regiments during the period. Regiments that are newly raised, lack organisation (perhaps garrison troops), or affected by disease/exhaustion are generally, but not always, raw.

Trained – Regiments with a core of experienced soldiers, and been in existence for some time may be called Trained.

Veteran – A unit that has been in the field for three years or more, and not destroyed at some point, could be Veteran. A unit formed from selected elite companies should be considered Veteran.

There are no changes to the following chapters:

Chapter 5 The Battlefield	Chapter 6 Deployment
Chapter 7 Events	Chapter 8 Disorder
Chapter 9 Sequence of Play	Chapter 10 Orders
Chapter 13 Retreats	Chapter 14 Impetuous Pursuit

Chapter numbers in the above table refer to those used in the rulebook *In Deo Veritas*

Chapter 5

Movement

Deploying artillery

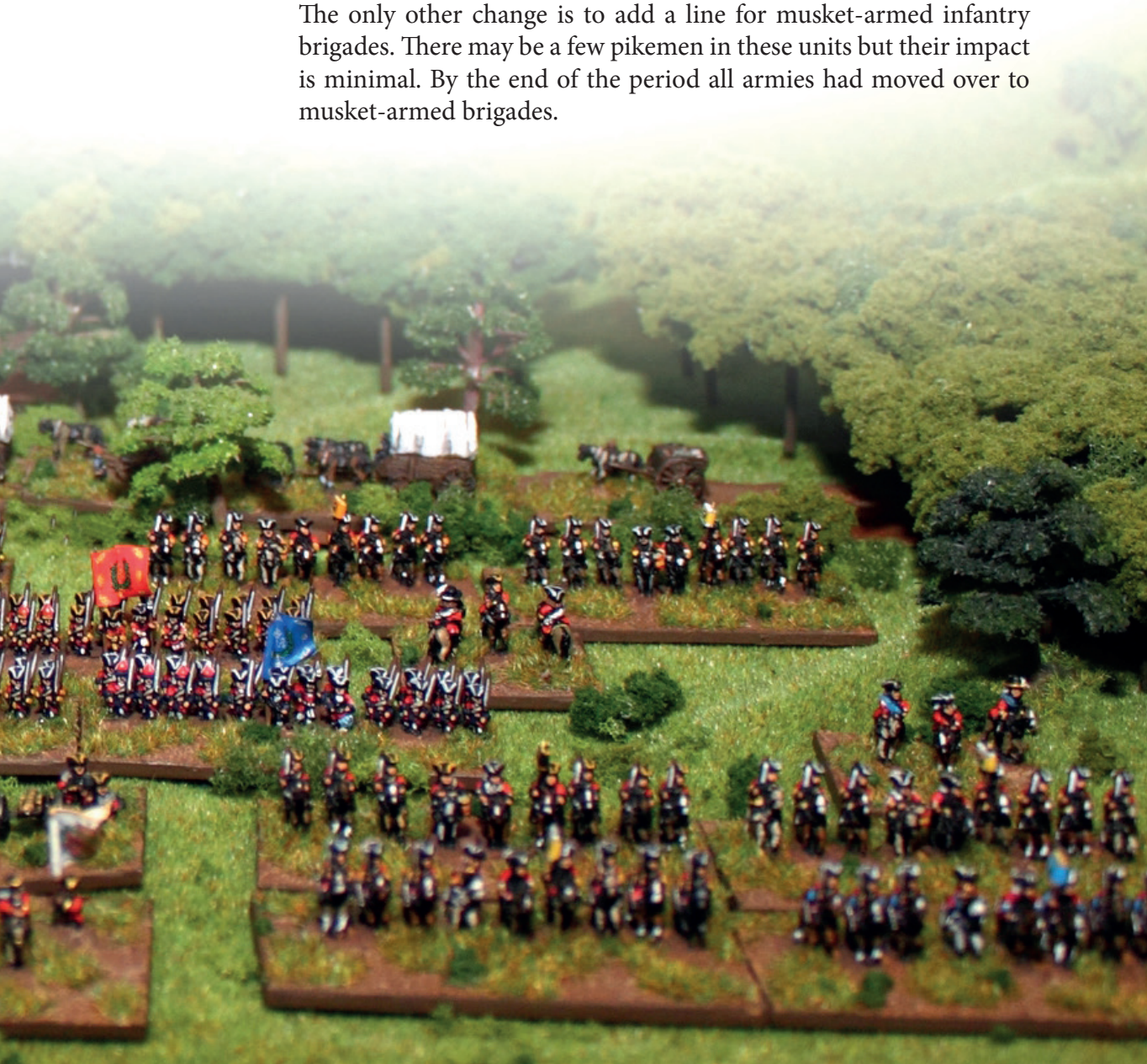
Deploying Field Artillery takes a full move without moving and the unit may fire in the immediately following combat phase. Limbering Field Artillery before moving takes a half move.

Chapter 6

Combat

The main changes in the Combat Table reflect the removal of the Tercios and Double Brigades.

The only other change is to add a line for musket-armed infantry brigades. There may be a few pikemen in these units but their impact is minimal. By the end of the period all armies had moved over to musket-armed brigades.



	Range	Shooting	Melee
Infantry detachments, dismounted dragoons	3 ins	1	1
Irregular infantry	3 ins	1	2
'Rabble' infantry and March Columns	-	-	1
Infantry brigades (pike armed)	3 ins	2#	2*
Infantry brigades (musket armed)	3 ins	3#	2
Cavalry brigades	2 ins	1	3
Dragoon company (mounted)	2 ins	1	1
Irregular cavalry	2 ins	1	1
Infantry guns (up to 4lb shot)	8 ins	1	-
Field Artillery (4–8lb shot)	16 ins	1	-
Heavy Artillery (over 8lb shot)	30 ins	1	-

Chapter 7

Cohesion

Shameful Conduct

Given the steady improvement in the quality of generalship over the first two decades of the eighteenth century this is now an Optional rule.

The Battle of Luzzara, 15th August 1702

After several months of defeat the French army in Italy was given a new commander. Appointed in June 1702, Vendôme set out to seize the initiative for the Imperial forces. By the end of July he had captured Guastalla and turned north to cut the Imperial army's supply line. He stopped near to the town of Luzzara, which is close to the River Po. The Imperial commander, Eugene of Savoy, reacted to the challenge and, taking as many of his troops as possible, he quickly marched to block the French.

To the west of Luzzara, there were several raised banks to prevent the river from flooding the countryside. A major road passed from Eugene's base in Mantua to Guastalla. This road sat on top of one of the embankments and it would form an important feature on the battlefield. Eugene planned to use the bank to cover his attack on the French in their camp south of Luzzara. His plan was to force his way through his opponents and to cut them from their supply bases across the Po.

Arriving in position on the 15th August, Eugene organised his attack in two columns: the left wing under Commercy, the right under Starhemberg. The Imperialists approached the French camp. Unfortunately, they were discovered about midday. Vendôme called in his troops and moved north to confront his enemy. The French had no immediate plan and would deploy on the battlefield as they arrived. Eugene sent out a reconnaissance and saw that the French had reacted more quickly than he expected. He set out to reorganise his attack

to focus his main effort on his right. This took time. Time which Vendôme used to get more units into position.

Despite this problem, Eugene was committed. If the French could concentrate their forces they outnumbered his army, and there were 10,000 more enemy troops on the other side of the Po. They would be across the river by tomorrow. It was attack now or retreat. Eugene chose to attack.

His changes to the deployment of his forces meant that he did not move off until 5:00 p.m. Time was running short so Eugene urged his columns to attack all along the line. His right wing almost isolated the French wing facing it but the French line managed to hold. In the centre and on the left, Eugene's troops attacked, were repulsed, and attacked again. Vendôme had to commit his troops as they arrived. The casualties mounted on both sides as the fighting continued past 9:00 p.m. The gathering night and sheer fatigue eventually brought the battle to a close.

Casualties on both sides were heavy. An average of some sources gives the French at 4,000 dead and wounded; the Imperial army lost slightly fewer at 2,500 but Eugene was less able to replace his losses. In effect, the overall result was a bloody draw although, in line with the practice of the times, both sides claimed it as a victory. They both dug lines of entrenchments and settled down to watch each other. Vendôme eventually moved from these lines in September.

Total engaged	No. of Brigades	Horse	Foot	Guns
French	26	8,000	16,000	24
Imperialist	27	7,000	13,000	35

A note on the numbers engaged

A German source says that Eugene had around 11,000 infantry and 9,000 cavalry, a total of about 20,000 men. He left 1,000 cavalry to cover the camp at Sailetto. There were also 1,200 unmounted cavalrymen in the camp, so it's likely that several of Eugene's cavalry units were understrength. According to the source, 'The infantry

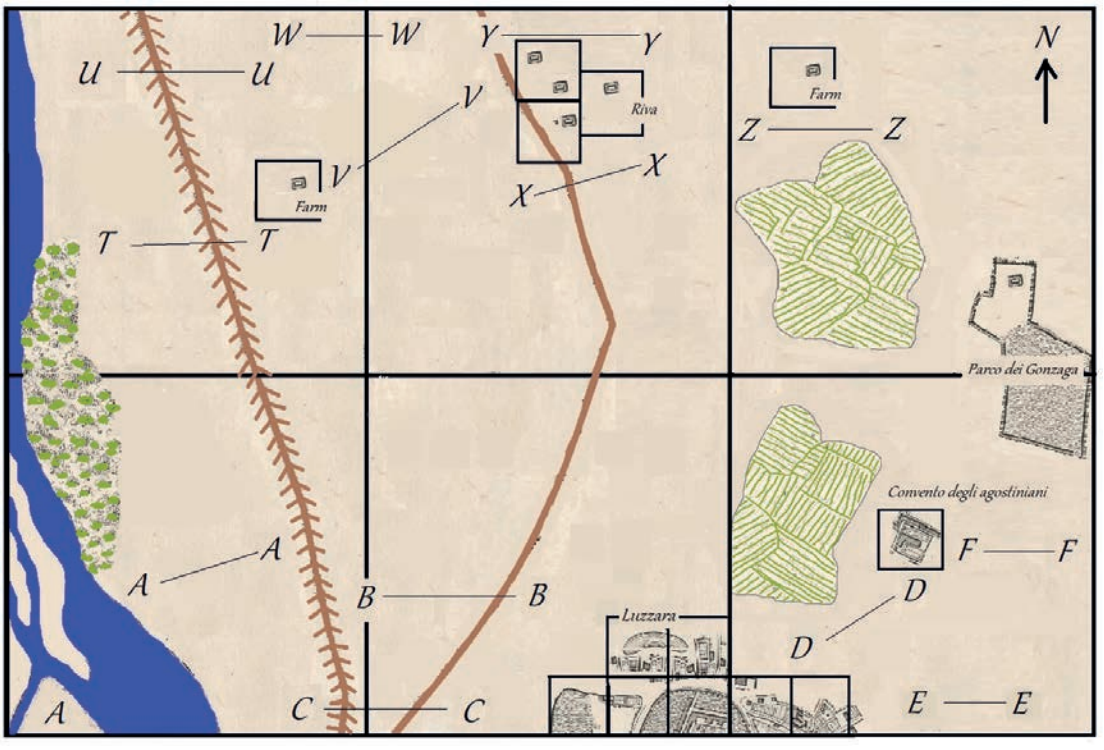
battalions [38] numbered little more than 300 men on average, the Squadrons [80] just over 100 horses.' Far from the hypothetical figure given by multiplying the number of battalions/squadrons by their organisational strength!

Similarly, the figure of French forces varies depending on whether the author has used a list for Vendôme's army as available on the day of battle. An earlier list from June shows 60 battalions, and doesn't include Savoyard or Spanish allied troops, but one source for the latter shows just 41, including his allies. The cavalry has 102 squadrons in the former but only 83 in the latter. At an average of 90 men to a squadron and 300 to a battalion, there's considerable potential for debate about the actual strengths engaged. Assuming the French were similarly understrength (38 v 41 bns and 80 v 83 sqdns) then the actual numbers engaged could have been closer than some sources suggest. This would help to explain the duration of the battle.

The French reserve of 4 battalions and 8 squadrons did not participate in the battle.

Objectives:

- The primary Imperialist aim is to break through to Guastalla. To achieve this, they must exit at least 4 brigades off the table to the South. This would be a major victory.
- Their secondary aim is to break the Will of the French army and force it to retreat, which would be a minor victory.
- The primary French aim is to stop the Imperialist force exiting to the south. Fewer than 2 Imperialist brigades exiting would be a major victory. If 5 or more brigades exit then it would be a major defeat.
- A secondary aim is to break the Will of the Imperialist army and force it to retreat. This would also be a major victory.



Game time Start at 6:00 p.m. **Game length** 12 turns

Some notes on the terrain:

- Buildings – Luzzara, Riva, the convent and the two farms are all buildings.
- Enclosures – the area of the Parco dei Gonzaga is a walled enclosure.
- Difficult ground – the two areas on the eastern side represent areas of cultivated fields with ditches and vines so are considered difficult ground.
- The westernmost road is on a significant embankment – it counts as a linear obstacle but it also blocks any Line of Sight passing through it. Units on top of the road would be visible to either side.

Imperialist Army: Prinz Eugen of Savoy

Right Column – Starhemberg					
First Wing		**Second Wing**		**Third Wing**	
Guttenstein		**Trautmansdorff**		**Vaudemont**	
Grenadiers (Right)	T	Solari IR	T	Vaudemont CR	T
Nigrelli IR	T	G. Starhemberg IR	T	Neuburg CR	T
Infantry guns	T	Liechtenstein IR	T	Corbelli CR	T
Savoyen DR	T	*Infantry guns*	T	Alt Darmstadt CR	T
		Artillery	T	Commercy CR	T
		Herbeville DR	T		

Left Column – Commercy					
First Wing		**Second Wing**		**Third Wing**	
Liechtenstein		**Haxthausen**		**Serenyi**	
Grenadiers (Left)	T	Kriechbaum IR	T	Taafe CR	T
Bagni IR	T	Gehlen IR	T	Palffy CR	T
Infantry guns	T	Prins Carl (Danes)	T	Lothringen CR	T
Serenyi DR	T	Jung Daun IR	T	Vaubonne DR	T
		Infantry guns	T		
		Artillery	T		
		Trautmansdorff DR	T		
		Visconti			
		Guttenstein IR	T		
		Heberstein IR	T		
		Dronningen (Danes)	T		
		Infantry guns			

Optional rule:

The Imperial dragoon units (DR) were large by comparison to many other regiments. For example, the Savoyen regiment mustered around 600 men around the time of the battle.

In this battle there are reports of Imperialist dragoons fighting on foot. To reflect this, the Imperial dragoon regiments (DR) may dismount as 2 company-sized units. The dismounted units may not reform as a brigade during the battle.

Deploys:

Guttenstein T – T Trautmansdorf U – U Vaudemont V – V
Visconti W – W
Liechtenstein X – X Haxthausen Y – Y Serenyi Z – Z

French Army: Duc de Vendôme

Left column infantry – Albergotti			
Langallerie		**Médavy**	
Piedmont IR	V	Saulx IR	T
La Marine IR	T	Lyonnais IR	T
La Rocque (Savoy)	T	Auvergne IR	T
Dillon IR	V	D'Aguilar (Spanish)	
Artillery	T	*Artillery (Spanish)*	T

Left column cavalry – de Créquy			
Bezons		**de Mongon**	
Montpeyroux	T	Rennepont	V
Sully	T	Gendarmerie	V
Carabiniers	T	D'Este (Spanish)	T
Monroy (Spanish) DR	T	*Dauphin DR*	T
Sennecterre DR	T	*Lautrec DR*	T

Deploys:

Langallerie A – A Médavy B – B Bezons C – C
De Mongon enters following Bezons any turn after Turn 1.
One field artillery company deploys on the island *A*.

Right column infantry – Vaubecourt			
de Murcey		**Sezanne**	
Perche	T	Anjou	T
Vaisseaux	T	Palavicini (Savoy)	T
Albemarle	T	Ile de France	T
Artillery	T	*Artillery*	T

Right column cavalry – de Revel			
de Roussy		**Barbessieres**	
Bordage	T	Broglio	T
D'Ourches	T	Choiseul	T
Vaudeuil	T	De Las Torres (Spanish)	T
D'Estrades DR	T	*S.A.R. (Savoy) DR*	T
Languedoc DR	T	*Genovese (Savoy) DR*	T

Deploys:

Murcey D – D Sezanne E – E De Roussy F – F

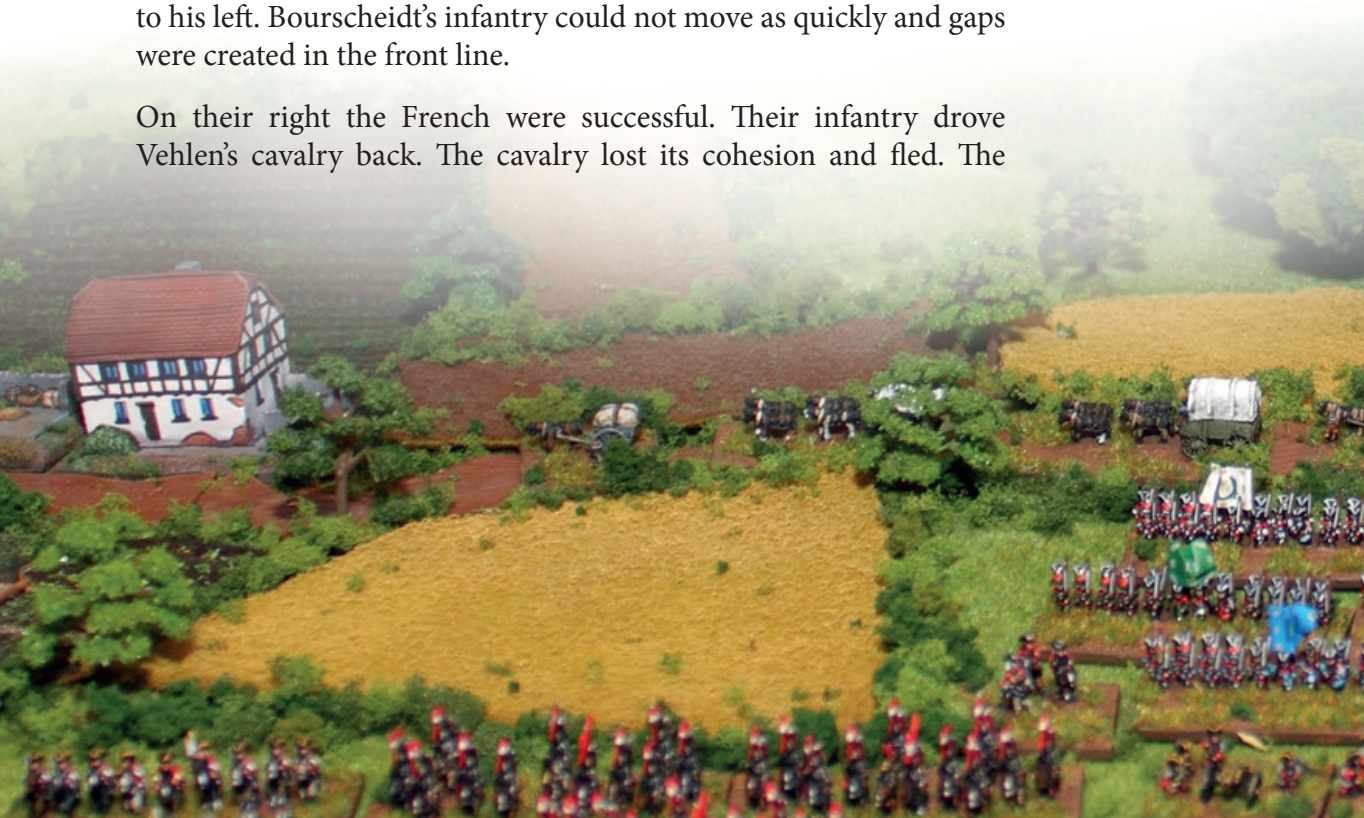
Barbessieres enters on the south edge of the battlefield, east of Luzzara any turn after Turn 2.

The Battle of Speyerbach (Spire), 15th November 1703

In November 1703 two allied forces were heading to break the French siege of Landau. On the morning of the 15th the two commanders, the Erbprinz of Hesse-Kassel and the Graf of Nassau-Weilburg, met in Speyer and celebrated the Emperor's Name Day. They argued about command of the arrangements and the order of battle for the coming attack. Partly due to this lack of agreement the Allied camp was disorganised. Additionally, not all of their forces had arrived.

Aware of the opportunity to attack the dispersed allies the French commander, Marshal Tallard, had called in his outlying troops and by 8:00 a.m. his army was marching toward Speyer. It completed its deployment without interference and advanced toward the Allied camp. It was almost noon when the allied commanders in Speyer finally realised the French were attacking. They still lacked an agreed order of battle and this added to the chaos. As fighting commenced, Vehlen wanted to prevent the envelopment of his wing and moved to his left. Bourscheidt's infantry could not move as quickly and gaps were created in the front line.

On their right the French were successful. Their infantry drove Vehlen's cavalry back. The cavalry lost its cohesion and fled. The



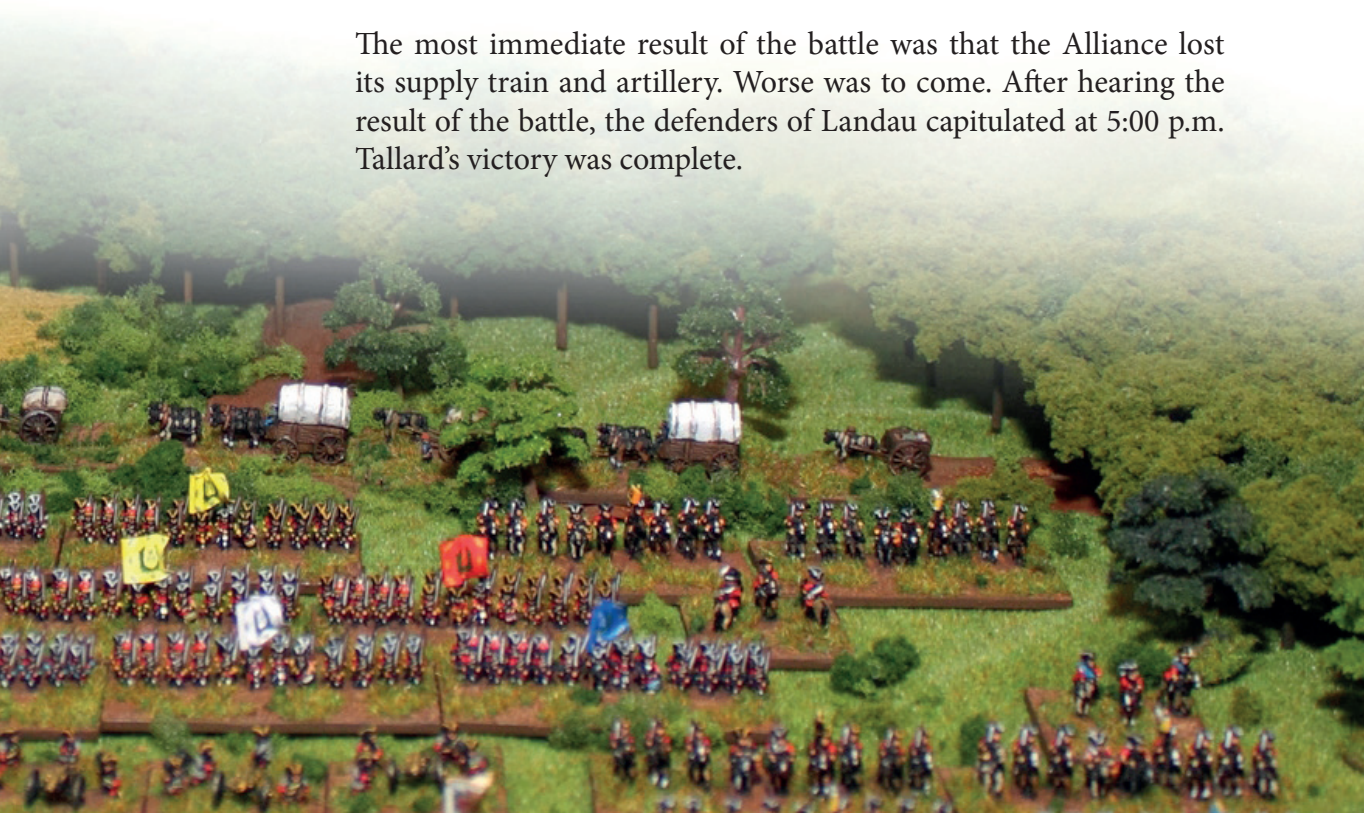
French infantry then attacked the Palatine infantry. Exposed by the flight of the cavalry this also fled. A major part of the allied army had ceased to resist. The French then moved to envelop the Hessians.

Initially, there was good news for the Erbprinz. The Hessian cavalry won the fight against its French opponents and Pracontal was killed. The French infantry, however, pushed on into the Hessian foot. This was a bitter contest and caused significant casualties. The Hessian Grenadiers and several other regiments suffered over 50% casualties. It was during this period The French sustained many of their casualties. The Erbprinz dismounted to fight with his troops but his cause was lost.

The battle ended about 4:00 p.m. Covered by the remaining Hessian cavalry, the Hessian troops started their retreat toward the bridges over the Speyerbach. Tallard was content that the threat to his siege of Landau had been destroyed. He did not hinder the Hessian withdrawal or pursue the fleeing Palatinate troops.

There are estimates that indicate the Hessen-Kassel army lost about 2,500 men killed, wounded or taken prisoner. Nassau-Weilburg's army lost about 4,000 killed or wounded and about 2,000 taken prisoner. French losses were estimated to be as many as 4,000 killed or wounded.

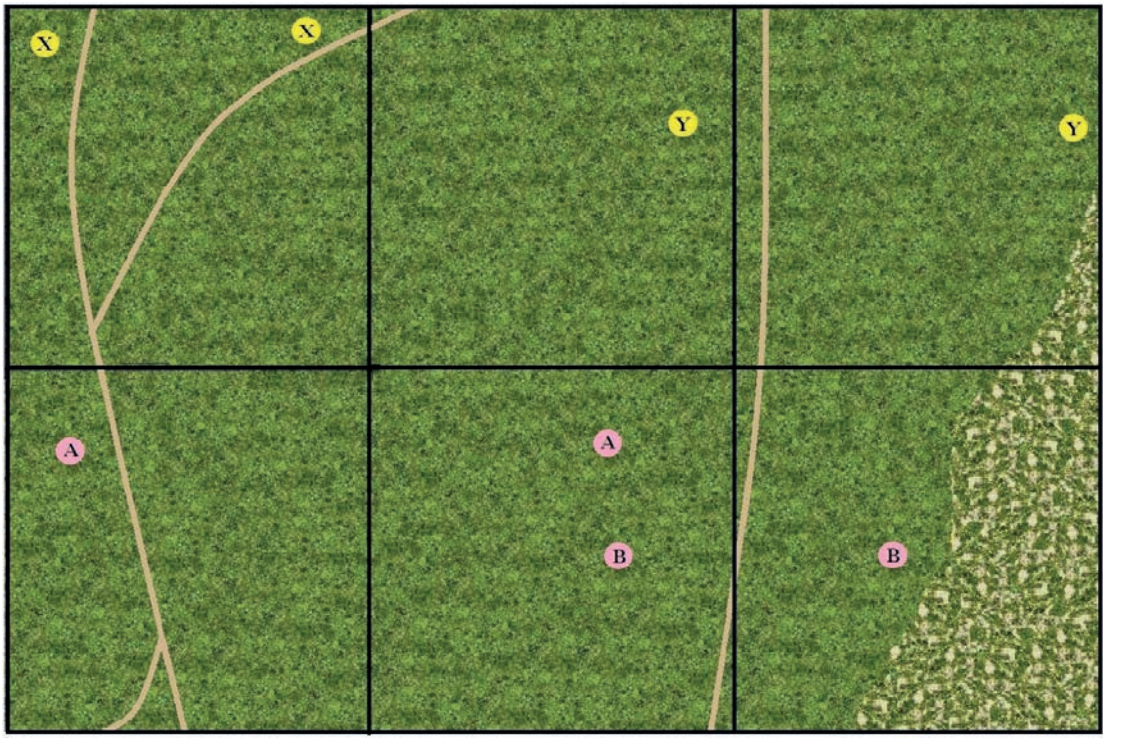
The most immediate result of the battle was that the Alliance lost its supply train and artillery. Worse was to come. After hearing the result of the battle, the defenders of Landau capitulated at 5:00 p.m. Tallard's victory was complete.



Total engaged	No. of Brigades	Horse	Foot	Guns
Allied	25	5,500	18,000	10
French	23	8,500	15,000	15

Objectives:

- The Allies' primary aim is to break the Will of the French army and force it to retreat. This would be a major victory.
- The primary French aim is to break the Will of the Allied army and force it to retreat. This would be a major victory.
- A secondary aim is to stop the Allies exiting to the south. Fewer than 3 brigades exiting would be a minor victory. If 8 or more brigades exit then it would be a major defeat.



Game time Start at 12:00 p.m. **Game length** 16 turns

Allied Army: No overall commander

Erbprinz von Hessen-Kassel					
Right cavalry		**Left infantry**		**Reserve**	
Spiegel		Hessen-Homburg		Schulenburg	
Bde Leib	T	Grenadiere IR	V	Stuckradt IR	T
Bde Goden	T	Leib IR	V	Schenck IR	T
Erbprinz DR	T	Anhalt-Bernberg IR	T	Tielemann IR	T
Haremberg DR	T	Charles IR	T	*Hesse-Homburg DR*	T
Schmettau DR	T	Erbprinz IR	T	*Schulenburg DR*	T
Stubenvoll DR	T	Prinz Wilhelm IR	T		
		Wartensleben IR	T		
		Artillery	T		

Graf von Nassau Weilburg – arrives on turn 2					
Left cavalry		**Right infantry**		**Reserve**	
Vehlen		Bourscheidt		Aubach	
Bde Darmstadt	T	Leib & Grenadiere IRs	V	Darmstadt IR	T
Bde Frankenberg	T	Lybeck IR	T	Isselbach IR	T
Bde Hochkirch	T	Rehbinder IR	T	Barbo IR	T
Bde Leib	T	Saxe-Meiningen IR	T	N. Weilburg IR	T
Venningen DR	T	*Artillery*	T	Bde Lecheraine (cav)	T
Wittgenstein DR	T			*Leiningen DR*	T

Deploys: Hessen-Kassel X – X, Reserve enters on Turn 2 behind the front rank.

Nassau-Weilburg Y – Y, Reserve enters on Turn 3 behind the front rank.

French Army: Marechal de Tallard

First Line – Deploys A – A			
Left Cavalry		**Right Cavalry**	
Pracontal		**Locmaria**	
Bde Forsat	T	Bde d'Humieres	V
Bde Puiguion	T	Bde Vertilly	V
Bde Silly	T	Bde La Valliere	T
Flavacourt DR	T	*Col.-General DR*	T
Le Roi DR	T	*La Reine DR*	T
Mestre de Camp DR	T	*Rohan DR*	T
Centre Infantry			
Surville		**Clerembault**	
Croy IR	T	Navarre IR	V
Le Roi IR	T	La Marche IR	T
Orleans IR	T	Royal IR	T
Surbeck IR	T	Sillery IR	T
Artillery	T	*Artillery*	T

Second Line – Deploys B – B					
Left Cavalry		**Centre Infantry**		**Right Cavalry**	
<u>Grammont</u>		**<u>Hornes</u>**		**<u>St. Maurice</u>**	
Bde Chepy	T	Robecque IR	T	Bde d'Asfeld	T
Bde Fraula	T	Grenada IR	T	Bde du Chatelet	T
		Brie IR	T	Bde Gaetano	T
		St. Second IR	T		
		Artillery	T		

The Battle of Helsingborg, 28th February 1710

In November 1709, with the main Swedish army shattered by defeat at Poltava in July, a Danish force under General Reventlow was landed unopposed in the Swedish province of Scania. The main Danish objective was to capture the Swedish naval base at Karlskrona. In order to offer any resistance troops had to be gathered in from a variety of depots. The Swedish commander, General Stenbock retreated, trading space for time. Several of his regiments were rapidly constituted and they were exclusively armed with muskets; not equipped with the usual third of the men armed with pikes.

By January 1710, the Danes were ready to advance on their main target. Stenbock was preparing his counter-attack. His target was Helsingborg, the key to the Danish supply lines. Reventlow, saw the threat and turned to meet the Swedes, but he was taken ill and command passed to General Rantzau. Rantzau hurried back to Helsingborg with his force of 10,000 infantry and 4,000 horse. He deployed the army in a defensive, blocking line on a north–south axis.

On the morning of 28th February Stenbock marched south towards Helsingborg. A thick fog lay over the two armies. When it lifted Rantzau saw that the Swedish army was deploying on his left and he sent troops to reinforce that flank. Around midday, Rantzau's artillery on the Ringstorp heights started firing on the advancing Swedes. Rantzau was expecting the Swedish attack to fall on his weaker left flank and shifted his right toward the east. Stenbock also turned his army east towards the Danish right flank. The Danes saw this as an attempt to encircle their exposed flank, and to prevent this they marched further east. This opened

up gaps in the line that couldn't be filled. At the eastern end of the line the Danes were initially successful, the Swedes were repelled and the opposing Swedish commander, Burenskjöld, was captured.

The Swedes slowly forced the Danes backwards. Rantzau joined in the fighting but he was seriously wounded. It has been said that a rumour developed on the Danish east flank that the Swedes were attacking from behind. For whatever reason, the entire flank collapsed, with the troops retreating back to Helsingborg. Rantzau's loss from the field was also felt in the centre of the Danish line. These remaining Danes had great difficulties resisting the Swedish assault and, seeing the collapse of their eastern flank, the centre also started to buckle.

At this point in the battle, the Swedes attacked the gap that had formed between the Danish centre and the western flank. In the centre, the elite regiments of the Guards and the Grenadier Korps tried to resist the Swedish advance to allow the other forces to pull back in good order. They caused serious casualties amongst the attacking Swedes but their efforts were in vain. They were in danger of being surrounded as the Swedish cavalry pursued the fugitives on both left and right. The situation was increasingly untenable for the Danes. The senior commander remaining, Major-General Valentin von Eickstedt, ordered a general retreat and the Danes fled into Helsingborg, bringing the battle to an end.

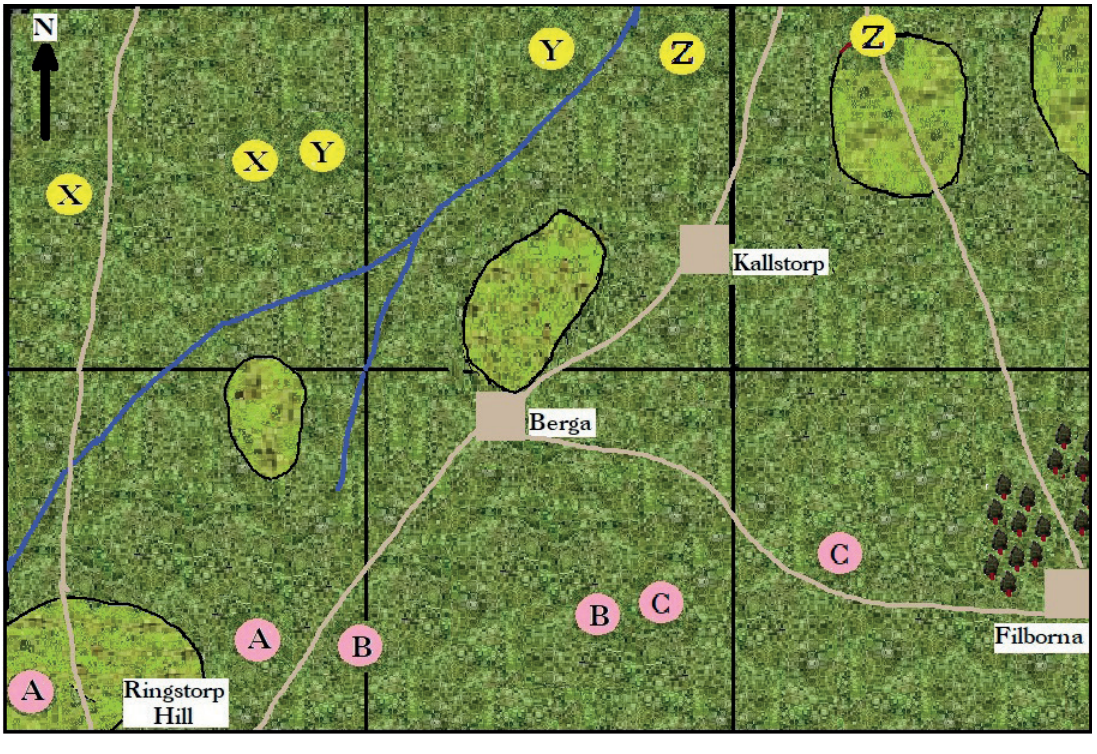
The Danish army was crippled by the engagement. It lost 1,500 men killed, 3,500 men wounded and 2,700 men captured. It was trapped within the walls of Helsingborg. The Swedes were camped outside and Stenbock invited the Danes to capitulate. His offer was rejected. The Swedes lacked the control of the sea needed for a traditional siege. So, Stenbock settled down to bombard the city.

By 5th March the remains of the Danish army had taken to their ships and left Scania, never to return.

Total engaged	No. of Brigades	Horse	Foot	Guns
Swedish	20	5,000	11,000	30
Danish	16	3,500	12,500	30

Objectives:

- The Swedish army's primary aim is to break the Will of the Danish army and force it to retreat. This would be a major victory.
- The primary Danish aim is to break the Will of the Swedish army and force it to retreat. This would be a major victory.
- A secondary aim is to stop the Swedish force exiting to the south. No brigades exiting would be a minor victory. If 5 or more brigades exit then it would be a major defeat.



Game time Start at 11:00 a.m. **Game length** 15 turns

Swedish Army: General Stenbock

First line					
Left cavalry		**Centre infantry**		**Right cavalry**	
Buhrenskjöld		**Taube**		**Meyerfeldt**	
Västgöta CR	T	Jönköping IR *	T	Ankedrottingen CR	V
Östgöta CR	T	Kronoberg IR	T	Livregiment CR	V
Västgöta 3M CR	T	Saxon IR *	T	Småland CR	T
		Infantry Guns	T	Uppland 5M CR	T
		Infantry Guns			

Lewenhaupt		Palmquist	
Skanska 3M CR	T	Älvsborg IR *	T
Småland CR	T	Småland 5M IR *	T
Gyllenstierna DR	T	Uppland 5M IR *	T
		Infantry Guns	T
		Infantry Guns	T

Second line	
Von der Noth	
Kalmar IR	T
Östgötland IR	T
Sodermanland IR *	T
Uppland IR	T
Västmanland IR	T
Infantry Guns	T

* Units marked with an asterisk have a 'traditional' (1/3rd) allocation of pikes. All other infantry units are musket armed.

Deploys: Right X – X, Centre Y – Y, Left Z – Z
Von der Noth enters on Turn 1 behind the Centre.

Danish Army: General Rantzau

First line					
Left cavalry		**Centre infantry**		**Right cavalry**	
Devitz		**Eichstedt**		**Rodstein**	
1st Fynske CR	T	Dronningen's IR	V	Livgarden til Hest CR	V
1st Jyske CR	T	Grenadiere Corps	V	1st Sjaellandske CR	T
Bulow DR	T	Livgarde til Fods IR	V	Prins Christian's IR	T
Bulow DR	T	Fynske IR	T	*Livregiment DR*	T
Field Artillery	T	Jyske IR	T	*Livregiment DR*	T
Field Artillery	T	*Infantry Guns*	T	*Sjaellandske DR*	T
		Infantry Guns	T		

Second line			
Sprengel		**Hessen**	
Leepel IR	T	Prins v. Hessen IR	T
Mariner IR	T	Lollandske IR	T
Sjaellandske DR	T	East Sjaellandske IR	T
		West Sjaellandske IR	T
		Infantry Guns	T

Deploys: Right A – A, Centre B – B, Left C – C

The second line enters on Turn 1 behind the respective first lines.

The Battle of Francavilla, 20th June 1719

The War of the Spanish Succession ended in 1713 with the Peace of Utrecht. Spain resented the outcome, having lost many of her overseas territories. In 1717 this pressure broke into open conflict. In August, Spanish forces recaptured Sardinia virtually unopposed. This success was followed up in 1718 by a landing of 30,000 men on Sicily. The invasion was initially successful, but in August 1718 the Spanish navy was defeated. The Spanish army in Sicily was now isolated from its base.

In contrast, its Imperial opponents received reinforcements from Italy. In May 1719, under the command of the Earl of Mercy, an army of 24,000 men set out to attack the Spanish army besieging Melazzo. The Spanish commander, the Marquis de Lede, was forced to abandon his siege. The Imperialists pursued and a battle became inevitable.

De Lede deployed his army skilfully. He chose a site near the town of Francavilla that was protected by a river, and centred on a heavily built Capuchin convent. The convent was built on a hill that dominated the flood plain through which the Imperialists would approach. On this major feature the Spanish deployed 4 battalions of Guards and a few light guns. Behind this major feature was the town of Francavilla and a dry stream bed, along this line the Spanish entrenched 5 infantry battalions. The end of the line was guarded by 6 cavalry squadrons. To the right of the convent, the Spanish

deployed 17 infantry battalions and 12 squadrons of dragoons entrenchments alongside the river.

The Imperial army approached in three columns. The first of these descended from the hills opposite the Spanish line and waited for the other columns to launch their attacks. The aim was to pin the Spanish main body in its entrenchments. The second column marched along the road to Melazzo in its divisions, one after another, to attack the convent hill. This attack was to be combined with the attack of the third column approaching through the high ground to the north. This third column was to climb over the ridge and attack downhill towards the convent.

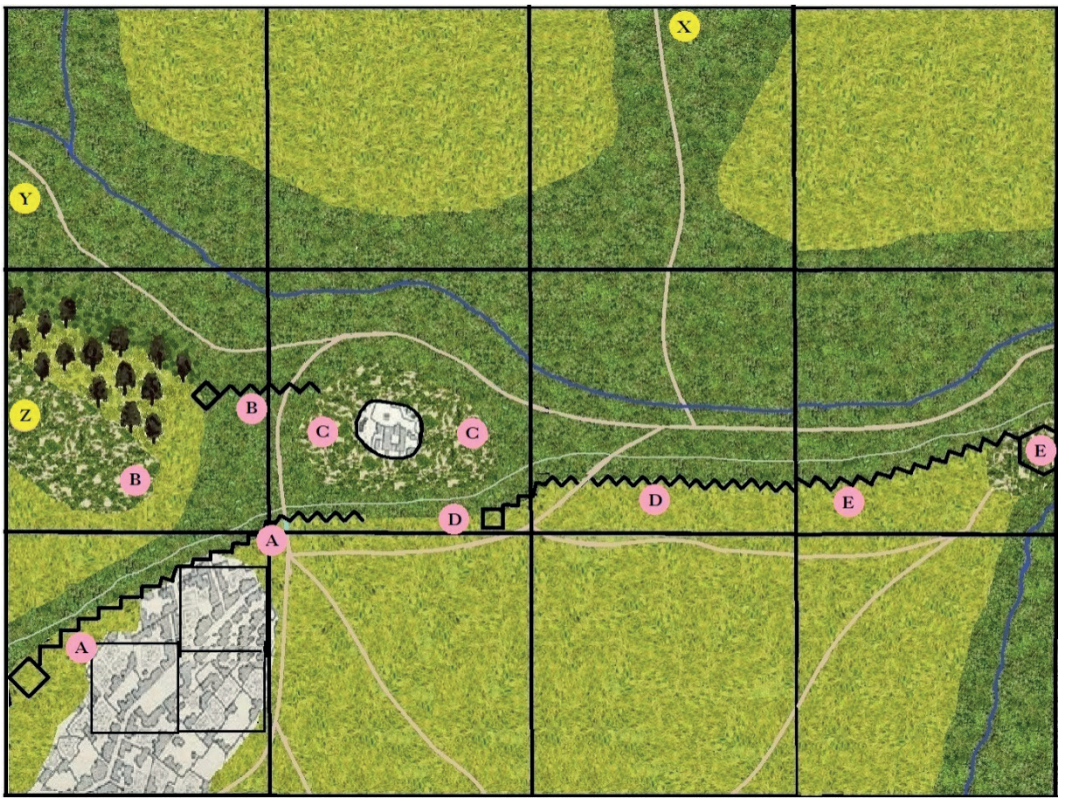
This flanking attack disorganised the defending Spanish. The second column now joined in, forcing the Spanish back. There was heavy fighting during which the Imperialist commander, Mercy, was wounded and had to leave the field.

On the Spanish left, Seckendorff attacked the trench defending the town of Francavilla three times, but was repulsed at every attempt. On the Spanish right, the Imperialist main body finally launched itself in a frontal attack. The Spanish behind their entrenchments successfully resisted. Although fighting continued it was fairly clear that there would be no decisive outcome.

The battle finally ended around 8:00 p.m., when the Imperialist army began to withdraw. The Spanish army stayed in its entrenchments and did not pursue. Lacking artillery, which had already been sent back, and cavalry, de Lede had little choice but to continue his own withdrawal. The Imperialists recovered and moved on to besiege Messina. Without command of the sea to ensure supplies, that city surrendered in October. The lack of supplies was critical and by May 1720 de Lede had signed an armistice. What remained of his army was evacuated later that year.

As with many battles of the period there are no accurate records for the losses of either side. Some partisan sources indicate the Austrians suffered 6,000 casualties (dead and wounded) and the Spanish fewer than 1,000. By contrast an Austrian source states Mercy's loss as 850 dead and 2,400 wounded. The truth is undoubtedly somewhere between.

Total engaged	No. of Brigades	Horse	Foot	Guns
Spanish	16	2,500	15,500	4
Imperialist	19	3,000	17,000	12



The table for this battle is 4' x 3'. Each square is 1' x 1'.

Game time Start at 4:00 p.m. **Game length** 12 turns

Some notes on the terrain:

- Buildings – Francavilla, and the convent are buildings.
- Difficult ground – the area to the south of Francavilla represents cultivated fields. The area around the convent was cultivated with ditches and vines. The area to the eastern edge was rocky ground. The area on the western edge was an outcrop overlooking the Alcantara river.
- Streams – the stream in front of the entrenchments is dry and does not affect movement or combat. Its purpose is purely visual.
- Fortifications – the zig-zag black lines show the Spanish entrenchments (Fortifications p.27).

Objectives:

- The Imperialists' aim is to break the Will of the Spanish army and force it to retreat. This would be a major victory.
- The only Spanish aim is to stop the Imperialists breaking the will of the Spanish army.

Spanish Army: Marquis de Lede

Left rear		**Left pickets**		**Centre left**	
Almendariz		**Tenqueur**		**Marquis de Villadarias**	
Castile IR	T	Cantabria IR	T	Spanish Guards IR	V
Guadalajara IR	T	*Borgona IR*	T	Spanish Guards IR	V
Farnese CR	T	*Hainault IR*	T	Walloon Guards IR	V
Flandres CR	T	*Utrecht IR*	T	Walloon Guards IR	V
		Combined elite cav coys *	V	*Infantry Guns*	T

Centre right		Reserve		Right	
Carvajal		D'Huart		Araziel	
Ultonia IR	V	*Edinburgh DR*	T	Cordoba IR	T
Asturias IR	T	*Frisia DR*	T	Milan IR	T
Saboya IR	T	*Batavia DR*	T	Lombardia IR	T
Aragon IR	T	*Lusitania DR*	T		

* *The combined elite cavalry companies are treated as a sub-unit of veteran dragoons.*

Deploys:

Left rear A – A, Left pickets B – B, Centre left C – C

Centre right D – D, Right E – E

Reserve behind Centre Wings (may deploy dismounted)

Imperialist Army: Graf von Mercy

First column		Second column		Third column	
Wallis		**Zum Jungen**		**Seckendorff**	
G. Starhemberg IR	T	Ansbach IR	T	Alt-Wallis IR	V
Holstein IR	T	Wetzel IR	T	Alt-Württemberg IR	V
Loffelholz IR	T	O'Dwyer IR	T	Hesse-Kassel IR	T
Traun IR	T	Konigsegg IR	T	M. Starhemberg IR	T
Converged Grenadiers	V	Converged Grenadiers	V	Converged Grenadiers	V
Field Artillery	T			*Ebergenyi HR*	T
Field Artillery	T				

Eck	
Hannover CR	T
Portugal CR	T
Ansbach DR	T
Tighe DR	T

Deploys:

On Turn 1 – Wallis enters deployed at X.

On Turn 2 – Zum-Jungen enters at Y in road column. Eck follows this column.

On Turn 3 – Seckendorff enters deployed within 6" of Z.

Optional arrival –

On Turn 2 – dice for Seckendorff's arrival. He must score 1 or 2 to enter. If he scores 3–6 dice again on Turn 3 – he arrives on 1–3. If he fails again, he arrives automatically on Turn 4.